

Dirt Run

EUROPA



OUT RUN EUROPA™

Out Run Europa is an Action game involving a race across Europe. Please read this manual thoroughly to maximise your playing enjoyment.

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LOADING INSTRUCTIONS

STARTING UP

1. Make sure the power switch is OFF.
2. Insert Control Pad into Input 1.
3. Gently insert the Out Run Europa game cartridge into the Power Base. When properly aligned, it will slip easily into place.
4. Turn power switch ON. If nothing appears on the screen, check the cartridge insertion and the Power Base connection to the TV and power.

***IMPORTANT:** Always make sure the Power Base is turned OFF when inserting or removing your cartridge.

Insert Sega Cartridge

Insert Control Pad 1



SCENARIO

As senior secret operative Simeon Kurtz, from Unit 6 intelligence, you are ordered to complete a simple mail-drop in Berlin. This is a job much below your status, but orders are orders!

To your dismay, disaster strikes. Emerging from the basement of a seedy London backstreet, you find the opposition have stolen your Ferrari F40 with the secret documents inside.

Still concussed, your head pounding with pain, you impulsively contact Control. As he slams the phone down you realise you're now on the Unit 6 hitlist as a failed agent.

You have only one choice. Retrieve and deliver the vital documents, thus redeeming yourself with Control. Fortunately you still have the masteractive tracking device homed onto the briefcase that contains the documents.

As you turn the corner, your spirits rise as you see a powerful motorbike outside a cafe....

This is the beginning of the ultimate chase across Europe!

GAME BACKGROUND

Out Run Europa includes five levels in which Simeon Kurtz uses different vehicles in pursuit of the missing documents, whilst trying to avoid capture.

Level 1	Level 2	Level 3	Level 4	Level 5
London-Dover-Calais -Paris-Madrid -Barcelona-Mediterranean -Rome-Austria -Hof- Berlin				
England	France	Spain	Italy	Austria Germany

SUMMARY OF CONTROLS INCLUDING DIAGRAM



D-Button : Direction & Speed control



Fire 1: Firing/Punching & Kicking.

Fire 2: Turbo

OBJECT OF THE GAME

The object is to complete all five levels with the highest possible score, catching the thieves of your Ferrari F40 in the final level.

VEHICLES

Vehicles used by Simeon Kurtz	
Level 1 Motorbike	
	Level 2 Jetski
Level 3 Porsche	
	Level 4 Speedboat
Level 5 Ferrari	

Police car.



Levels 1, 3 and 5.
Overtake them or
they'll slow you down
and arrest you!!!

Your stolen Ferrari F40!



Catch it up in Level 5!!!

CIVILIAN VEHICLES

Hitting these will slow you down!

Mini
Levels

1
3
5



VW
Levels

1
3
5



Speedboat
Levels 2 & 4



Renault
Levels

3
5



Citroen:
Levels

3
5



ENEMY VEHICLES

Enemy bikers will kick
you in Level 1 *



Jetski Levels 2 & 4 *



Porsche Level 5 *



* Mini's will ram you in
Level 3



* Cadillac's will also
force you off the road
in Level 3



* Helicopters shoot at
you in Levels 2 & 4

PLUS YOUR STOLEN FERRARI F40.
CONFRONT THE THIEVES IN LEVEL 5!

SIMEON KURTZ VEHICLES

Each of the vehicles you drive in Out Run Europa has a different maximum speed and manoeuvres in a unique way.

POLICE CARS

Police Cars will overtake you and then try to slow you to a halt to arrest you. When your speed reduces to 100 kmh the police car lights will flash to warn you that you are about to be stopped.

There are a number of ways to deal with Police cars:

- *Weave from side to side and try to pass them.*
- *Wait for a clear view and use your Turbo to race past them.*
- *When they are overtaking you, wait until they are alongside and ram them into side objects. (You will need to keep an eye on the Radar to do this effectively).*
- *Position yourself behind the Police car and fire bullets to destroy it.*
- *Slow down and let the Police car get away from you. Only use this method if you have to as it will cost you a lot of time so you may not be able to reach the next Checkpoint.*

If you use too much Turbo and/or Ammo early on, you may find it difficult to complete the game!

ENEMY VEHICLES

Some enemy vehicles are 'Hit & Run' enemies who will come and hit you once before speeding off. Don't waste your ammunition or turbo trying to get them after they've hit you- instead make the first move next time!

CIVILIAN VEHICLES

Try to avoid these, as there are no points for destroying them and ramming them will only slow you down!

CHECKPOINTS

Within each level there are a number of checkpoints. On road sections these are a series of small humps in the road with sentry posts. On water sections they are a row of small red buoys. You always have only a limited amount of time to reach the next checkpoint or you will lose the game. When you have 10 seconds and then 5 seconds remaining to reach the next Checkpoint, HURRY UP will flash across the screen. When you successfully cross a Checkpoint, BONUS will flash on screen and you are rewarded with bonus points and a percentage of your remaining time, plus one Shield unit (see Collectables).

DIRECTION INDICATORS

Wherever there is a fork in the road an arrow will flash on the approach to indicate the most direct way to reach your destination.

COLLECTABLES

Icons appear throughout the road sections of the game, which are collected by simply driving over them. They are:-



Your vehicle is able to sustain a limited amount of damage, which is represented by its Shield. Your shield value will decrease by one each time you collide with a side object, get hit by a car or shot by a helicopter. Ramming other vehicles does not effect your Shield.

You start the game with the Shield at its maximum (ie. Shield value = 10). Each time you drive over a Shield icon your Shield increases by one (up to maximum). Also, each time you pass through a checkpoint you receive one shield and three shield units are awarded for completing a level.

If your Shield decreases to three, SHIELD LOW will flash across the screen. Each time you lose another

Shield, the message will flash again. If this happens, concentrate on collecting Shield icons.

If your Shield reaches zero then the next hit will render your vehicle unusable. You will be picked up by the local police and lose the game.



Your ammunition store can hold 10 clips, each containing three bullets/mortars. You begin the game with 5 clips. When you collect this 'Bullet' icon a full clip is added to your Ammo store (up to maximum).



Your Turbo store can hold 10 charges. Pressing the Turbo button (see Control Diagram) engages the turbocharger, giving you a short burst of extra speed. You begin the game with 5 charges. Collecting this 'Barrel' icon adds one charge to your Turbo store (up to maximum).

SCORING

Points are awarded as follows:

- | | |
|----|------------------------------------|
| 10 | Points - Every Kilometre travelled |
| 50 | Points - Collect Shield icon |

- 50 Points - Collect Ammo icon
- 50 Points - Collect Turbo icon
- 100 Points - Destroy Enemy Vehicle
- 200 Points - Destroy Enemy Helicopter
- 200 Points - Destroy Police Vehicle
- 1,000 Points - Pass through a Checkpoint
- 5,000 Points - Completion of Level Bonus
- 25,000 Points - **Completion of Game Bonus!!!**

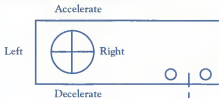
PLAYING INSTRUCTIONS



- 1. Speed indicator in kilometres per hour.
- 2. Time remaining to next Checkpoint.
- 3. Current score (see 'Scoring').
- 4. Shield. This decreases as your vehicle sustains damage.

- 5. Radar. This shows the location of vehicles in front and behind.
- 6. Ammo. Shows the amount of ammunition in your ammo store.
- 7. Turbo. Amount of turbo thrust available to you.
- 8. Arrows flash shortly before you reach a fork in the road to indicate the most direct way to reach your destination.

CONTROL DIAGRAM



<u>Level:</u>	<u>Vehicle:</u>	<u>Fire 1:</u>	<u>Fire 2:</u>
1	Motorbike	Punch	Turbo
2	Jetski	Fire Mortar	-
3	Porsche	Fire Bullets	Turbo
4	Speedboat	Fire Mortar	-
5	Ferrari	Fire Bullets	Turbo

CAMEOS

Each level commences with a cameo sequence, mapping Simeon's progress across Europe to Berlin. To skip past these sequences press either Fire button.

DESCRIPTION OF LEVELS

Level 1. London, UK - Dover UK.

'You see a bike left at the side of the road. If you hurry you just might catch the thieves'.

Simeon Kurtz commences his pursuit by motorbike. Chased by enemy bikes as well as Police cars, you must avoid civilian mini's or you will sustain damage to yourself.

Level 2. Dover, UK - Calais, France.

'You see the ferry in the distance. How will you follow them now? You see a Jetski! This should help'.

Confronted by enemy helicopters and jetski's, you'll need tremendous steering skills to reach Calais! When firing a mortar, remember that the longer you hold Fire 2 the further and higher the mortar will fly.

Level 3. Calais, France - Paris - Barcelona, Spain - Madrid - Spanish Coast.

'You see a Porsche with keys in! What luck! The thieves are heading to Spain - at least you can follow them now'.

In addition to motorbikes, the enemy are now in Cadillac's as well! Avoid all other vehicles (except Police Cars) - they are civilian. Destroying them will slow you down.

Level 4. Spanish Coast - Across the Mediterranean - Italian Coast.

'You find that you are too late as they cross the Mediterranean. A speed boat is your only option now'.

Complete this successfully for a chance to catch the enemy and win the game. Remember, the Speedboats are civilian.

Level 5. Italian Coast - Austria - Berlin, Germany.

'You use an agency car to chase the thieves through Italy. In Berlin, you catch sight of them on the road. Now's your chance'.

When you see the enemy Ferrari F40 you must force him to stop and hand over the documents before he reaches the checkpoint. Get alongside and ram him or shoot him from behind. If you ram him from behind, you'll lose speed and let him get away.

The 'Strength' gauge above the Ferrari will decrease as you wear him down. It will stop and pull over when the gauge reaches zero and display the message: 'CONGRATULATIONS. YOU HAVE RESCUED THE DOCUMENTS. WE SHALL ALWAYS BE IN YOUR DEBT!'

LEVEL COMPLETION

Upon completion of each level the word **BONUS** is flashed across the screen and you are rewarded with 5,000 Bonus Points and 3 Shield units.

For completion of the Final level ie. Winning the Game, there is a Completion Bonus of **25,000** points!!!

WINNING THE GAME

The game is won when you successfully catch and apprehend the thieves of your Ferrari F40. However, if you want a really good score it can be better to take the wrong direction at forks in the road. This can extend the length of the level, so you can travel further, collect more icons, destroy more enemy vehicles and so score more points!

LOSING THE GAME

The game is lost in one of three ways:-

- ***Running Out of Time***

If you fail to reach a checkpoint in time, the following message is displayed:-

TOO LATE!!! YOU RAN OUT OF TIME.....

- ***Vehicle Destroyed***

If your Shield is reduced to Zero, the next hit will destroy your vehicle. The message is:

**YOUR VEHICLE IS BEYOND REPAIR...
YOU ARE UNDER ARREST...**

- ***Stopped by Police***

If you are stopped by a Police Car, you are told:
THE POLICE HAVE STOPPED YOU...

Each message is followed by 'GAME OVER'

HIGH SCORE TABLE

To enter your name onto the High Score Table, use Up/Down on the D-Button to cycle through the alphabet for the correct letter, and press Right to move to the next letter.

If you make a mistake, press Left to return to the incorrect character and use Up/Down to find the correct letter.

Press either Fire button when you have finished entering your name. The High Score Table details are retained for each session. Even if you press Reset on your console the High Score Table will stay. It will not appear, however, when you start a new session.

HINTS & TIPS

1. **Using Turbo** - The turbo is very useful when you are trapped behind police cars or you are running out of time. Each time you use a turbo you will gain back 1 second of time.
2. **Using Ammunition** - Pick your targets wisely, don't shoot everything. You can destroy the police cars, but only do this if you are going to be arrested. Most targets will need shooting more than once.
3. **Don't stay in the middle of the road, or water.** You will be easily hit by vehicles and objects, and you will miss most Collectable icons.
4. **Although 200 points are awarded for destroying enemy helicopters, they can be difficult to destroy (particularly in Level 4) and you may be better off saving your ammunition for the road sections.**
5. **When you reach a fork in a road, an enemy vehicle will frequently ram you to force you the wrong way. React to the Direction Indicator (Arrow) as early as possible if you want to take the most direct route.**

WARRANTY

U.S. Gold reserves the right to make improvements in the product described in this manual, at any time and without notice.

U.S. Gold makes no warranties expressed or implied with respect to this manual, its quality merchantability or fitness for any particular purpose.

If any defect arises during the ninety day limited warranty on the product itself (ie not the software programme, which is provided "as is"), return it in its original condition to the point of purchase.

HANDLING THE MEGA CARTRIDGE

The MEGA CARTRIDGE is intended exclusively for the SEGA MASTER SYSTEM, MASTER SYSTEM II and MEGADRIVE with MASTER SYSTEM CONVERTER.

For Proper Usage:

1. Do not immerse in water!
 2. Do not bend!
 3. Do not subject to any violent impact!
 4. Do not expose to direct sunlight!
 5. Do not damage or disfigure!
 6. Do not place near any high temperature source!
 7. Do not expose to thinner, benzene, etc!
- When wet, dry completely before using!
 - When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.
 - After use, put it in its case.
 - Be sure to take an occasional recess during extended play.

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage, or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.

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